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Disney's

GOOF TROOP

INSTRUCTION BOOKLET

CAPCOM®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

A special message from CAPCOM

Disney's GOOF TROOP

Thank you for selecting **Goof Troop**, the latest addition to Capcom's library of Disney titles. Following such hits as **The Magical Quest starring Mickey Mouse, Goof Troop** continues the tradition of action-packed Super Nintendo games for the whole family.

Goof Troop features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

Official Nintendo Seal of Quality

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MADE IN JAPAN

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GETTING STARTED

1. Insert **Goof Troop** Game Pak into your Super Nintendo Entertainment System and turn the power on.
2. When the title screen appears, you will see three choices:

   GAME START, OPTION and PASSWORD. Push the control pad left or right to highlight the option you would like to use and then press the **START** button.

   (For an explanation of the OPTION screen, please read the *"Using the Option Screen"* section in this manual.)

   (For an explanation of the PASSWORD screen, please read the *"Using Your Password"* section of this manual.)
3. Watch the story screens to learn about Goofy and Max's ill-fated fishing trip or press the **START** button to skip them. Once the story is finished, get ready to scour the Spoonerville Island for your pals, Pete and PJ.
4. When the next screen appears, move the control pad left or right to highlight the character or characters you wish to use and press the **START** button.
5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

FISHIN' FOR TROUBLE

It was a great day for fishing in Spoonerville, so Goofy and his pals went out to the ocean with their boats.

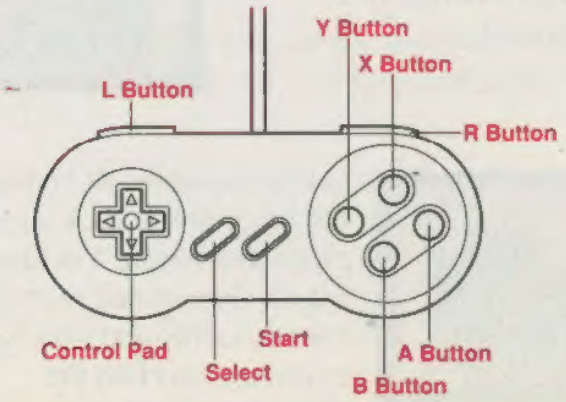
Cruising for the big ones in open waters, Pete and PJ were suddenly caught in the ominous shadow of a gigantic ship.

When Goofy and Max looked up, they saw a huge pirate ship heading out to Spoonerville Island. Pete and PJ were onboard, victims of a pirate kidnapping!

Goofy rowed for all he was worth, but he couldn't catch up to the pirate ship before it landed on the island. Determined to rescue their friends, Goofy and Max set out to explore and find the pirate stronghold.

CONTROLLING MAX AND GOOFY

To move Max or Goofy left, right, up or down	Press the control pad **left, right, up or down**.
To make Max or Goofy raise or lower their hands	Press the **B** button.
To pick up a barrel or other object	Stand next to the object you wish to pick up. Turn and face the object and press the **B** button.
To throw an object after picking it up	Press the **B** button.
To kick a block	Stand next to the block you wish to kick. Turn and face the block and press the **B** button.
To use a special tool	Press the **Y** button.
To collect a piece of fruit or Gem	Touch the fruit or gem.
To switch special tool (1-Player mode only)	Press the **L** button.
To pause the game	Press the **START** button.



THE PIRATE'S ISLAND

Once ashore on Spoonerville Island, Goofy and Max soon find that the island is infested with a notorious band of pirates! Following the twisted paths through the jungle, Goofy and Max try to stay one step ahead of the pursuing pirates. But when cornered by the burly buccaneers, Goofy and Max are ready with a barrage of barrels that will send them scurrying back to the sea!

Down at de shore, mon, or in de volcano.

De islanders always will tell you what dey know.

They're not joining up wit' you; they're just being nice.

So press de **B** button, mon, and take their advice.

THE PIRATE'S ISLAND CONT.

De pirate leaders, dey lurk behind de lock gates

So search de island for keys and avoid all de mates.

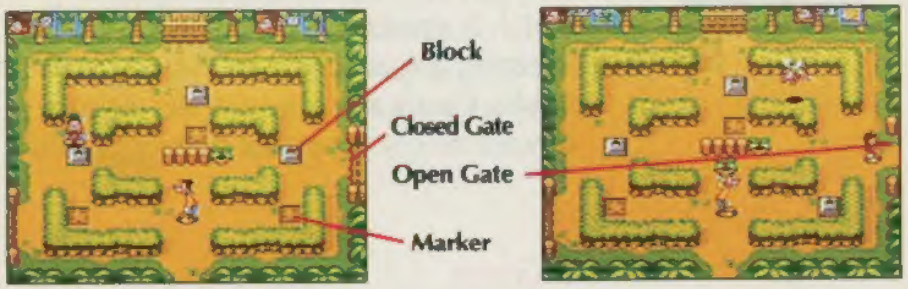
When they're guarding the gates (and they do in some spots)

You gotta hit dem wit' barrels and smash them with pots.

TRICKY TRAPS

As the natives of Spoonerville Island will tell you, Keelhaul Pete is a crafty old pirate. He's devised a host of tricky traps and perplexing puzzles to keep unwanted visitors away from his gold. It's a battle of wits as Goofy and Max try to solve these puzzles in order to save their chums before it's too late!

Using their brains and a good, swift kick, Goofy and Max can open gates by kicking blocks onto special markers or switches.



But not all of Keelhaul Pete's puzzle rooms are that easy! Sometimes they require you to kick all the blocks onto the markers before they will open the gate to a special key or doorway!

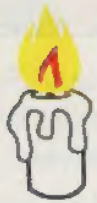
Beginning Finished

PUZZLE TIP! If you make a mistake on a puzzle screen, just walk off a screen and then walk back on screen and the blocks will reset to their original positions.

SPECIAL TOOLS

Washed up along the beaches and scattered across the island are special tools which Max and Goofy can use to help them in their quest to free their pals. Once you find a tool, use the **Y** button on your controller to use it.

ROPE GUN
This gun fires a small grappling hook which is attached to a rope. After shooting and attaching the rope to metal hooks, Goofy and Max can use the rope to walk across streams or bottomless pits.



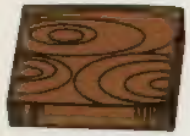
CANDLE
Candles are used by Max and Goofy to light the way through dark passages.

KEYS
Keys open doors, but only if you have the right one.

SPECIAL TOOLS CONT.

SHOVEL
Max and Goofy can dig for buried items using the shovel.

BELL
Ringing the bell will bring pirates running!



BOARD
Use the board to cross broken bridges.

TROPICAL ITEMS

BLOCKS
Kick the blocks onto markers to open doors.

BARRELS
Pick these up and throw them at pirates to knock them for a loop.

CHERRIES
Picking up the Cherries adds 1 heart to Max or Goofy's health meter.

TROPICAL ITEMS CONT.

BANANAS
Picking up the Bananas adds 2 hearts to Max or Goofy's health meter.

DIAMONDS
Collecting Diamonds will help Max or Goofy earn extra continues.

RED DIAMONDS
Picking up the Red Diamond will give Max or Goofy an extra chance to complete the adventure.

USING THE OPTION SCREEN

When the title screen appears, push the control pad left or right to highlight OPTION and press the **START** button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

CONTROLLER TYPE This option changes the buttons used to make Max or Goofy pick up and use items. Press the control pad left or right to see the various button options that are available.

THROW TYPE This option changes the type of throw that is used in the game. If you select TYPE 1, Max or Goofy will hold onto an item until you throw it. If you select TYPE 2, Max or Goofy will throw an item as soon as they pick it up. Press the control pad left or right to select the THROW TYPE you wish to use during the game.

B.G.M. Press the control pad left or right to select the different background music and press the **B** button to hear the music.

S.E. Press the control pad left or right to select the different sound effects and press the **B** button to hear the music.

USING THE OPTION SCREEN CONT.

SOUND This option allows you to select either STEREO or MONAURAL sound. Push the control pad left or right to highlight the option you wish to use.

EXIT Highlight this option and press the **START** button to exit the OPTION screen with your current changes.

USING THE PASSWORD SCREEN

After you complete each stage of the game, Goofy and Max will be given a secret password. Write down which items are in the various boxes and then put your password in a safe place. The next time you play the game, enter the password and you will begin right where you received your password.

To enter a password you have received, push the control pad to the left to highlight PASSWORD on the title screen and press the **START** button. When the next screen appears, you will see five boxes. Highlight each box using the control pad, and press UP or DOWN on the control pad to select the correct item for each. When you have finished selecting all the items, press the **START** button. If the password is correct you will return to the level where you received the password.

HELPFUL HINTS

1. Goofy is a bit stronger than Max and can blast some big pirates with a single barrel.
2. Max makes up for his lack of strength with blinding speed. Making a quick dash for the doorway, Max can run rings around even the fastest pirates.
3. Max and Goofy can play catch with items like coconuts, barrels and even cannonballs. Just raise your hands and have your partner throw the item to you. You'll catch the item and immediately be ready to let it fly!
4. If Max or Goofy gets hit by an enemy, they will be invincible for a second. Use this time to get by troublesome enemies or areas.
5. If you are having trouble with a puzzle room, take some time and try to figure it out. Sometimes the answer is easier than you think.

WARRANTY INFORMATION

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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